

RULE 213

INVESTOR EDUCATION PROGRAM

213.01

(A) INVESTOR EDUCATION PROGRAM. The Commissioner may institute an investor education program for the citizens of the State of Arkansas. The purpose of such program will be to inform and educate the public regarding investments in securities in order to help investors and potential investors:

- (1) Evaluate their investment decisions;
- (2) Protect themselves from unfair, inequitable and fraudulent offerings;
- (3) Choose their broker-dealers, agents, and investment advisers more carefully;
- (4) Be alert for false or misleading advertising or other harmful practices; and
- (5) Know their rights as investors.

(B) GRANT PROGRAM. The Commissioner may institute a Grant Program to solicit grant proposals from public schools and non-profit organizations (IRC § 501(c)(3) tax-exempt organizations) for the purpose of providing securities/investment education to teachers and students about the securities industry, the stock markets, and investment decision-making.

- (1) Eligible applicants are public schools and non-profit groups that provide investment education to Arkansas students in grades 5 through 12.
- (2) The Commissioner will establish the number of grant awards available as well as the amount of monies available for award through the Grant Program.
- (3) Grant funds awarded may be used to procure any appropriate educational, resource, software materials and equipment consistent with the purpose of the Grant Program, this Rule and Ark. Code Ann. § 23-42-213.
- (4) The Commissioner will establish a grant proposal process by which eligible applicants may submit an application for a grant award.
- (5) A grant award by the Commissioner will be based upon the merit of the grant proposal considering:

- (a) Educational need for the project;
- (b) Learning objectives to be accomplished by the project;
- (c) Specific description of the project;
- (d) Number of students educated;
- (e) Description of measurable project outcomes; and
- (f) Other school resources dedicated to the project.